

5 LEVEL

Name: Ruin Player: Coco  
Class: Battle Master  
Experience: 6,500 Next level: 14,000  
Background: Custom  
Race: Custom Lineage Size: Medium Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Gender: Male Hair: Gray Eyes: Blue Skin: Tan and Cracked  
Age: 405 Alignment: Chaotic Good Faith: \_\_\_\_\_

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
19 STR STRENGTH	+4	+7	<input checked="" type="checkbox"/>
16 DEX DEXTERITY	+3	+3	<input type="checkbox"/>
14 CON CONSTITUTION	+2	+5	<input checked="" type="checkbox"/>
8 INT INTELLIGENCE	-1	-1	<input type="checkbox"/>
12 WIS WISDOM	+1	+1	<input type="checkbox"/>
10 CHA CHARISMA	0	0	<input type="checkbox"/>

Saving Throw Advantages / Disadvantages  
Immune to disease

Ability Save DC

PROFICIENCY BONUS +8+ Str 15  
PROFICIENCY BONUS +8+ Dex 14

Senses

11 Passive Perception  
Darkvision 60 ft

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Second Wind (1d10+5)	1	SR	
Action Surge	1	SR	
Combat Superiority (d8)	5	SR	



Proficiency Bonus  
☐ INSPIRATION

Skills

ADV. DIS.	BONUS	NAME (ABILITY)	PROF.	EXP.
<input checked="" type="checkbox"/>	+6	Acrobatics (DEX)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Animal Handling (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Arcana (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+4	Athletics (STR)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Deception (CHA)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	History (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+4	Insight (WIS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Intimidation (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Investigation (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Medicine (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Nature (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Perception (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Performance (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	0	Persuasion (CHA)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	-1	Religion (INT)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+3	Sleight of Hand (DEX)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+6	Stealth (DEX)	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+1	Survival (WIS)	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	+6	Thieves' Tools (DEX)	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Combat

Defense

12 ARMOR BONUS  
15 AC  
3 DEXTERITY MOD  
MISC MOD 1  
MISC MOD 2

Studded Leather  
AC DURING REST 13  
RESISTANCE  
MEDIUM ARMOR (MAX = 2) STEALTH DISADV.  
HEAVY ARMOR (MAX = 3)  
HALF DAMAGE

Attacks

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Halberd Heavy, reach, two-handed	✓ Str	Melee	+7	1d10+4	Slashing
Dagger Finesse, light, thrown	✓ Str	Melee, 20/60 ft	+7	1d4+4	Piercing
Unarmed Strike	✓ Str	Melee	+7	5	Bludgeoning
Javelin Thrown	✓ Str	Melee, 30/120 ft	+7	1d6+4	Piercing

TYPE TOTAL  
Daggers 6  
Javelins 0

Initiative 3 +3

DEX 3 MISC. + SPEED 40 ft SPEED ENCUMBERED 30 ft

Health

HP MAX HIT POINTS  
RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

Hit Dice: 5 x d10 + 2  
LEVEL DIE CON USED

WOUNDS  
TEMPORARY HP  
DC10  
DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.	REACTIONS <input type="checkbox"/> USED THIS ROUND
Attack - Commander's Strike ^ (Bonus Action) & (Target's Reaction) - Pushing Attack (STR Save) - Maneuvering Attack (Target's Reaction) - Disarm / Grapple / Shove	Overrun / Tumble Dash / Disengage / Dodge Escape Grapple / Help / Hide Ready / Search / Use Object
BONUS ACTIONS Second Wind Commander's Strike (with Attack action) Overrun / Tumble	Opportunity Attack Sentinel (after attack on ally)



## Exhaustion

**FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.**

## Conditions

- ## Magic Items

 **MAGIC ITEM:** ☐ **ATTUNED**

 Extra Equipment

## Other Holdings

## Combat Rules

\*This action is an optional rule introduced in the *Dungeon Master Guide* (and is therefore not eligible in *Adventurer's League* play).





# Background

## Character History

Ruin (alias) is a Dwarf Battle Master Fighter. He is strong, but for a dwarf he is also surprisingly agile. He isn't the smartest, nor the wisest, nor the most charming, but he does have a way of winning people over unintentionally. It's never fast, but slow and then all at once.

Ruin traveled with an adventuring party for many of his younger years. Within the adventuring party he made friends of a lifetime. But the world has moved on, and so have most of his party members. Only one remains alive besides Ruin; Elara the Elven Beast Master Ranger, and she will undoubtedly be the last with an elf's lifespan and because Ruin waits patiently at death's door. It's been over a decade since he last saw Elara. He only sees her when she comes to see him.

The last member to pass was Vex (alias), the Gnome Divination Wizard. Ruin and Vex had a very tumultuous beginning, practically despising each other. Vex disliked his nonchalant, unserious, and immature behavior. Ruin disliked her overly serious, meticulous, and structured ways. The only enjoyed two activities together, which neither would admit. Creating strategy for battle and fighting with each other. Over time they found each other to be reliable party members. But slowly then all at once friends, partners, and inevitably the loves of each other's lives.

When their days of adventuring slowed down, to avoid any notice from some of the more dubious dark dealings they participated in when the moral compass of the group Arin the Human Cleric had long grown old and passed, they chose aliases for each other. Ruin because of his inability to not interrupt Vex during her ritual spells, and Vex because no matter what he did, she would act as if it was a deliberate and personal attack to Vex her. Playful names and playful jabs of an ancient couple who had run out of real issues to fight about.

Vex died from a slow curse that went unnoticed too long for it to be stopped. An echo from a past adventure. On her death bed Ruin told her that he could not go on without her. She told him that he must, for she dreamed of one final adventure he must be present for. She gave him a magical locket that would stop any disease from spreading, so he would be sure to last until that adventure showed up on his doorstep.

On one side of the locket is a picture of their old adventuring party standing atop an unrecognizable monstrous corpse, the full 7 of them. On the other side, was a picture of Ruin and Vex in their younger years, seemingly yelling at each other in the photo, then each dual wielding mugs of ale as they clashed together, forming a splash suspended in the captured moment.

Although Vex gave him these instructions directly, she also wrote a letter to him so he would be able to remind himself why he presses on through time without her. The letter is a reassurance that she believes in him, she believes she will see him again, that one day the last adventure will find him, and he will know what to do once it reaches him. No differently than Ruin has always known what to do when the world turns upside down.

## Allies & Organizations

Supporter of Kelemvor and his followers, in honor of Arin.

OQ Party:

Vex	- (wife and orderly)	- Gnome Divination Wizard
Arin	- (moral compass)	- Human Life Cleric
Elara	- (still alive)	- Elf Beast Master Druid
Fen	- (Elara's companion)	- Wolf
Grizz	- (teddy bear)	- Half-Orc Berserker Barbarian
Thrain	- (insecure)	- Half-Elf College of Lore Bard
Kaela	- (aloof & clever)	- Tiefling Arcane Trickster Rogue



## Character Portrait

## Appearance

## Enemies



## Organization Symbol



## Notes

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